```
Attribute
  # parent
  + GetAttributeID()
  + SetParent()
  + GetParent()
  + ~Attribute()
  + Update()
AttributeType < Mesh >
+ GetComponentID()
         Mesh
  - vao
  vbo
  ebo
  - tho
  nbo

    renderMode

    numIndices

    numVertices

  + Mesh()
  + Mesh()
  + Mesh()
  + SetRenderMode()
  + GenTorus()
  + GenCone()
  + GenSphere()
  + GenQuad()
  + GenCube()
  + SetVertices()
  and 6 more...
```